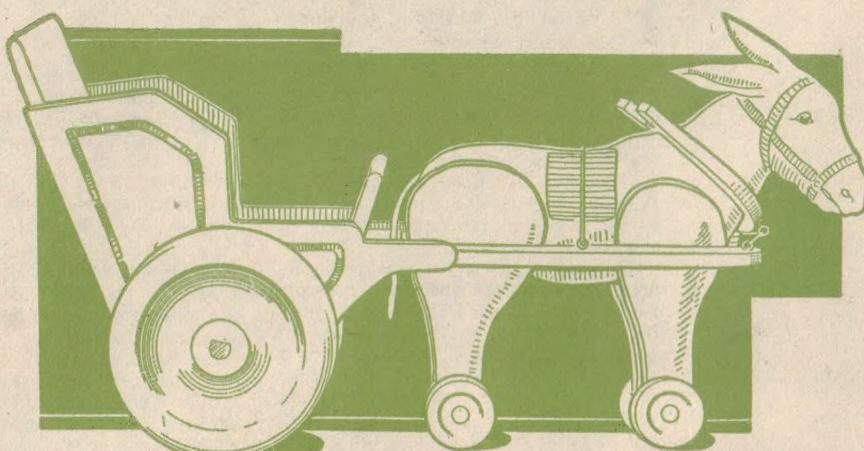
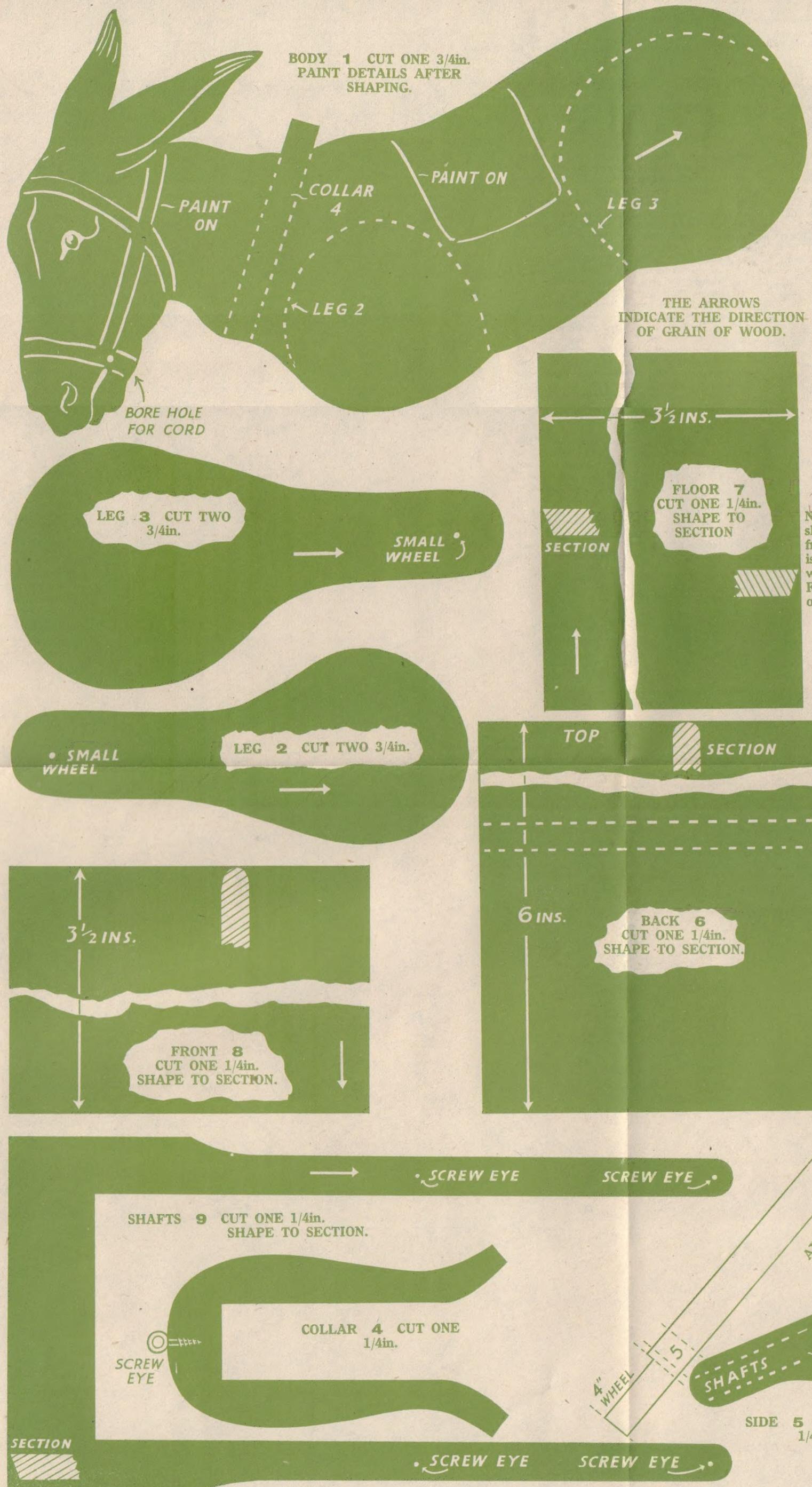


SUPPLEMENT TO HOBBIES No. 2882

PULL-ALONG TOY DONKEY CHAISE

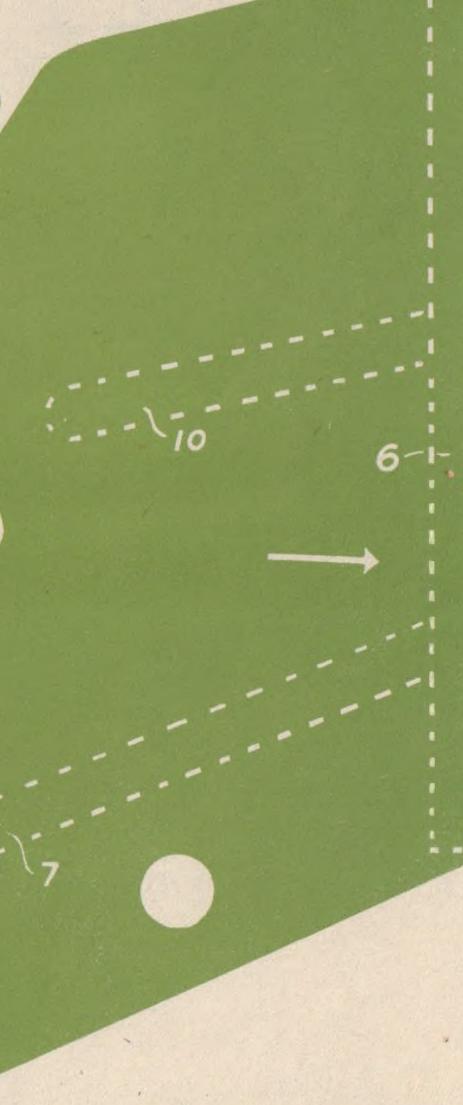
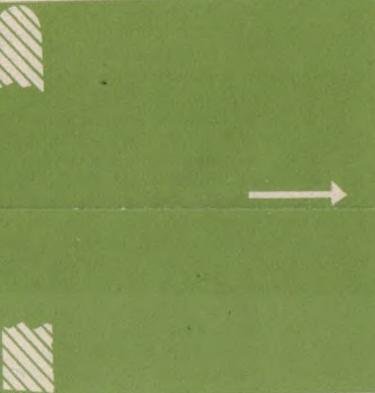


SIZE—15ins. LONG. 7ins. HIGH.

PANELS OF WOOD REQUIRED FOR THIS DESIGN

Two H4 Two ND I2

Materials for making this design are supplied by HOBBIES LIMITED, Dereham, Norfolk. Price on application.



MODEL DONKEY CHAISE

PATTERNS on the reverse side provide for the making of the simple pull-along toy illustrated, all parts for which can be cut with the fretsaw quite simply, and the whole thing finished with bright painting. The kit includes the necessary wood, as well as the four small (1½ins. diameter) and two large (4ins. diameter) wheels. In addition, screws and fittings are provided, as well as the screweyes holding the donkey in position.

The animal is an independent unit fitted between the shafts by the cord running over its saddle; and at the front from the three eyelets seen in the picture. One eyelet is fixed to the top of each shaft, and the other to the bottom of the collar. When cord is strung through, they prevent the animal being pulled out. Before starting, notice the extension required of the three patterns, as they are broken through on the sheet for lack of space.

Note, too, the shaded portions indicating the shape of the ends in certain cases. Where the parts lean slightly, the end of the wood has to be chamfered with a file or small plane to allow it to bed to another part satisfactorily.

Cart Construction

The construction of the cart itself is clear from the detail herewith, which is a drawing of the model with one side removed. Cut the two sides, and then glue between them, the back and the front, the angle of which parts being shown on the pattern of the sides.

The floor with its chamfered ends is then dropped and glued between the back and front, and the side is fitted at right angles to the back. If you think fit, you can drive screws from the outside or, of course, add little blocking pieces under the seat and floor. In each side, a $\frac{7}{16}$ in. hole is bored to allow the $\frac{3}{16}$ in. axle to revolve freely. If you have not a bit $\frac{7}{16}$ in., then use a $\frac{1}{2}$ in. one, and enlarge carefully with a small file. The shafts are all in one piece, glued close to the front at the points shown on the pattern of the sides.

Note the position of the screweyes, which as previously mentioned, are used to hold the cord for keeping the animal in place. Here again, if you think the glue wants additional strength, screws can be driven through the sides of the cart into the edge of the shafts. In all these cases where screws are used, they must be flat-headed and sunk flush with the surface of the wood so that the

painting will cover them without visibility.

The large wheels are fixed firmly to the axle 5½ins. long. In the centre of each wheel, cut with a fretsaw, a hole with one side flattened. Note here, the shape of the axle where a flattened portion is filed across $\frac{3}{16}$ in. inwards, as shown by the shaded end diagram. This flattened portion coincides with the same flat cut into the centre of the wheel, and so helps to bind the whole thing.

Axle and Animal

Another method, of course, is to have the axle just fixed in without preparation, and then drive a short length of razor blade across the end of the axle into the grain of the wheel itself. This acts as a staple and will prevent likelihood of axle turning apart from the wheel. The axle rod has one wheel fitted, and then the other end of the axle rod pushed through the two sides of the cart before the second wheel is

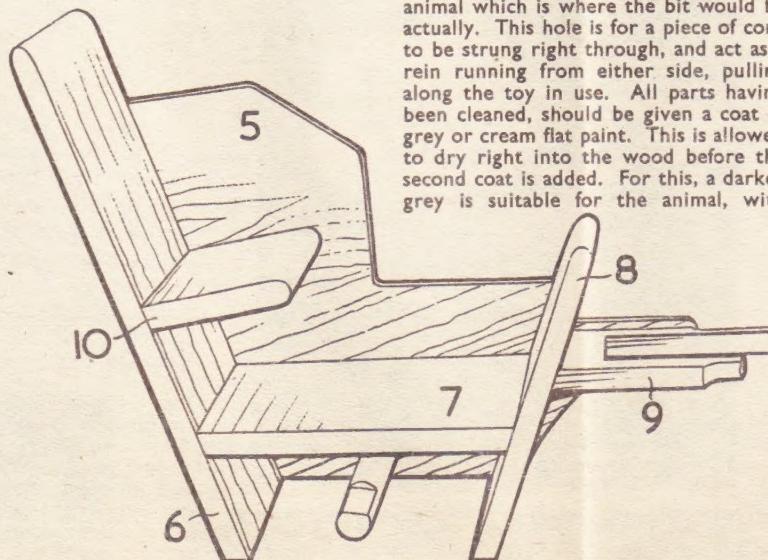
in place. See the wheels revolve easily. Note the dotted lines on the pattern of the body, which indicate exactly where these legs are to be glued.

Put all four in place, and before the glue is set, stand the model up to ensure the legs are straight and all four wheels rest evenly on the ground. If this is done while the glue is still tacky, and before it has set, then any slight adjustment can be made. When satisfactory, weight the legs and body together and leave until set. When it comes to painting the animal, you can, of course, take the wheels off.

The only other part of the animal to fix is the collar, which is cut from $\frac{1}{8}$ in. wood and glued at the angle shown by the dotted lines on the pattern of the sides. This pattern also shows the markings which can be painted on later, and should be drawn on the wood first with pencil, when the operation is ready.

Painting

A hole is shown at the mouth of the animal which is where the bit would be actually. This hole is for a piece of cord to be strung right through, and act as a rein running from either side, pulling along the toy in use. All parts having been cleaned, should be given a coat of grey or cream flat paint. This is allowed to dry right into the wood before the second coat is added. For this, a darker grey is suitable for the animal, with



glued in place.

The animal can be undertaken next, and completed as a solid block. If you prefer the other way round, the numbered patterns are in their proper sequence and you can make the animal first. The main parts for the donkey are the body and legs, all cut from $\frac{1}{8}$ in. wood. Small wheels are added to the legs at the position shown, and these should be screwed on before the leg itself is glued

brown, and black markings for saddle, harness, features, etc.

The cart and large wheels can be made quite gay, and the shaped panelling marked on the side, as you see in the picture of the finished article. In the actual construction, by the way, you must remember to paint the cart before you finally add the large wheels, or you will not be able to get behind them to the sides.